

# A Guide to **BUZZWORD<sup>TM</sup>**

BUZZWORD<sup>TM</sup> Program, Documentation, Data Base Files & Playing Cards  
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# INTRODUCTION

Welcome to BUZZWORD—a puzzle, a word game, a trivia game, a strategy game, but best of all a fun game.

**BUZZWORD** isn't a shoot-'em up arcade game that will have you bored to tears after two days or 50,000 dead Zorgons—whichever comes first.

And it's not just another "tutorial" quiz program that leaves you too turned off to learn.

From a simple word-guessing game that will tantalize and tutor your children to a sophisticated, strategy-filled test of your knowledge, **BUZZWORD** will appeal to trivia buffs, word game aficionados, and puzzle solvers.

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The price paid for one copy of BUZZWORD licenses you to use the product on only one computer at a time.

# 1/GETTING STARTED

The initial release of BUZZWORD contains versions for the IBM PC, IBM PCjr, ATARI 800, COMMODORE 64, and compatible computers and are described in this Guide.

## 1A/IBM PC, IBM PCjr and COMPATABLES

Two versions of BUZZWORD are provided for the IBM personal computers—one for 25x80 monochrome monitors and one for 25x40 color monitors (or TV sets). Although both versions of BUZZWORD play exactly the same way, the screen layouts have been optimized for each type of monitor.

To get started load the BUZZWORD program by doing the following:

1. Initialize your computer system using IBM DOS.
2. After initialization, insert the BUZZWORD diskette into the default disk drive, and type either BUZZ40 [return] or BUZZ80 [return].

After an introductory message, you will see an initialization menu as follows:

F1	START PLAY
F2	NEXT OPTION
F3	PREV OPTION
F10	STOP

Press the F1 function key (we'll talk about BUZZWORD's 32 different modes later) and you're ready to move on.

Now you'll see:

F1	ALTER LEVEL
F2	CANCEL PLAY
	or
TYPE	CARD NUMBER

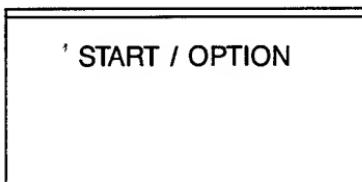
At this point, we must digress a moment. Please refer to Chapter 2—CATEGORIES, CATEGORIES.

# 1B/ATARI 800, 800XL, and COMPATIBLES

To get started load the BUZZWORD program by doing the following:

Insert the BUZZWORD Program diskette into the default disk drive, and boot the system. The BUZZWORD program will then load and run automatically.

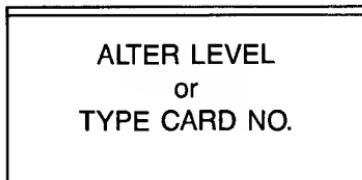
After an introductory message, you will see an initialization menu as follows:



At this point, remove the BUZZWORD Program diskette and insert the BUZZWORD SAMPLER diskette into the default disk drive.

Press the **START** key (we'll talk about BUZZWORD's 32 different options later) and you're ready to move on.

Now you'll see:



At this point, we must digress a moment. Please refer to Chapter 2—CATEGORIES, CATEGORIES.

# 1C/COMMODORE 64

To get started load the BUZZWORD program by doing the following:

1. Insert the BUZZWORD diskette into the default disk drive and type  
LOAD "BUZZWORD",8 [return]
2. After the "Ready" message appears, type  
RUN [return]

After an introductory message, you will see an initialization menu as follows:

F1	START PLAY
F3	NEXT OPTION
F5	PREV OPTION

Press the **F1** function key (we'll talk about BUZZWORD's 32 different options later) and you're ready to move on.

Now you'll see:

F7	ALTER LEVEL
or	
TYPE	CARD NO.

At this point, we must digress a moment. Please refer to **Chapter 2—CATEGORIES, CATEGORIES.**

## 2/The Categories— CATEGORIES, CATEGORIES

At the heart of BUZZWORD are the CATEGORIES. Each category is made up of a group of associated buzz words (i.e. a list).

Imagine trying to guess words from these categories:

<b>NO NUTRITION</b>	Things other than food that people put in their mouths.
<b>BY POPULAR DEMAND</b>	Favorite parlor games.
<b>NATURE'S WRATH</b>	Ill winds and other unpleasanties from Mother Nature.
<b>ME AND MINE</b>	What you come with when you're born (Body Parts).
<b>FRENCH CONNECTION</b>	Words and/or phrases beginning with French.

A category can hold as many as 50 different answers. Each answer is up to 14 characters long, including spaces and punctuation.

Each time a category is selected, 9 answers are randomly selected from the total set of answers available. The total number of answers available varies with the level of play selected.

Your BUZZWORD SAMPLER package comes with a set of 200 categories. 40 categories have been developed for each of 5 broad areas of subject matter which we call:

**FUN FOR ALL AGES**  
**HICKORY STICK**  
**PLAY ON WORDS**  
**LEISURE WORLD**  
**BUZZWORD CONNECTION**

The variety of subjects and topics created will provide many, many hours of enjoyable brain teasing fun for both young and old alike.

All of the categories can be played repeatedly without danger of "knowing all the answers," and as the level of play is increased from BRIGHT to GIFTED, BUZZWORD is a game that will stretch the limits of both your knowledge and your psyche.

For starters, try a simple one, such as ME AND MINE (Card Number 005). Type the card number, hit [Return] and you're ready to begin.

## PLEASE NOTE:

It is important to type the card number exactly as it appears on the card—including leading 0's. If typed incorrectly, the IBM version will respond with an error message reminding you to do so. The ATARI and COMMODORE versions will only tell you that the card does not exist. If this happens please check that the proper diskette is in your disk drive, retype the card number and try again.

## 3/The Clues—ALL THOSE LETTERS AND NUMBERS

After you have selected your category, 9 letters, each accompanied by a number, will pop into the windows in the upper right hand corner of your screen.

These are your **Clues**—the first letter of each answer and the answer's length.

The window in the bottom right hand corner tells you how many of each letter of the alphabet are in the set of **all remaining answers**. Generally, the exact count of each letter is displayed. If a + sign occurs, this denotes ten or more occurrences of the letter. Each time a correct answer is given, the remaining letter counts are updated.

The number next to the **Happy Face** (for the IBM versions) or the **Key** (for the ATARI or COMMODORE versions) indicates how many spaces, punctuation marks, and numerals the **remaining answers** contain.

## PLEASE NOTE:

In BUZZWORD, spaces, punctuation marks, and numerals count when determining the length of an answer. For example, the answer NEW YORK has a length of 8 characters—not 7 as you might expect in a crossword puzzle. That is, the space between the words NEW and YORK is counted. Actually, by doing so, the player is given a valuable clue which informs him/her that an answer contains more than one word, or contains punctuation as part of its normal usage.

Guess away, and as you do, remember that there are up to 50 Buzzwords in each category. Also, remember to use the letter counts in the lower right hand window to your advantage. For example, if your guess contains two K's, you could glance at the lower right hand window to see if there are any K's left. If not, you know that your guess is incorrect.

Use the **BACKSPACE KEY** (IBM and ATARI) or the **DELETE** key (COMMODORE) to delete the last character you've typed. The **HOME** key (IBM) or the **CLEAR** key (ATARI and COMMODORE) will erase the entire guess.

## 4/The Levels—BRIGHT, NIMBLE and GIFTED

BUZZWORD can be played at three different levels which we call **BRIGHT**, **NIMBLE**, and **GIFTED**.

Each of the answers in a category is assigned a number as follows:

NUMBER	LEVEL	MEANING
1	<b>BRIGHT</b>	Well Known
2	<b>NIMBLE</b>	More Difficult
3	<b>GIFTED</b>	Sometimes Obscure/Tricky

At level 1, only **BRIGHT** answers will appear in the nine windows. If you play at level 2, the program will select **BRIGHT** and **NIMBLE** answers, and so on.

More than a casual attempt has been made to categorize the answers based upon their relative difficulty. What we considered to be well-known answers are categorized as **BRIGHT**. More difficult answers are categorized as **NIMBLE**. Obscure and sometimes tricky answers are categorized as **GIFTED**.

You can play each round at a different level if you wish. In each version, the level may be changed prior to specifying the card number desired. The keys used to change the level are as follows:

**ATARI 800, 800XL** — **SELECT Key**  
**COMMODORE 64** — **F7 Key**  
**IBM** — **F1 Key**

### PLEASE NOTE:

**In BUZZWORD, unlike most games, the level at which you play isn't determined by your experience with the game, but ON HOW EXPERT YOU CONSIDER YOURSELF IN EACH CATEGORY.**

You may be an expert at Nations of Europe, for example, and want to play that category at level 3 (GIFTED). If you know next to nothing about Chemical Elements, you might consider playing that category at Level 1 (BRIGHT).

If you're playing doubles, the level for each round is a delicate matter. **We recommend, however, that the loser of the previous round be given the option to select both the next category to be played, as well as the level it is to be played at.**

## **5/The Score— A POINT OR TWO**

In BUZZWORD, you can score three different ways:

- A. By guessing an answer correctly**
- B. By capturing the POT**
- C. By winning a round**

Each of these methods are described below.

### **5A/Guessing correct answers**

You get 100 points for the first correct answer. From then on, the number of points a correct answer is worth depends on how many empty boxes are in the same row and column as the word you guessed.

The point count is as follows:

<b>EMPTY BOXES</b>	<b>POINTS</b>
0	100
1	200
2	400
3	600
4	800

(Empty boxes in a diagonal from your correct answer don't count.)

## 5B/Capturing the POT

The first time a correct answer is given a **bonus** of 200 points is put into the **POT**. With each subsequent correct answer, the number of points in the pot **doubles**.

**This is where you can really earn your points—giving 9 correct answers in a row will give you a bonus of 51,200 points.**

**But beware!**

If your next guess is wrong, you lose the bonus. **In singles**, this means that the pot will be reset to 0. **In doubles**, this means that the pot will be transferred to your opponent.

**In singles**, if you **PASS** (by simply hitting [Return]), the contents of the pot will be added to your score. **PASS again**, and the computer provides a **free answer**—and perhaps a little relief to your overtaxed brain. However, these manuevers will cost you a strike, and reduce the maximum number of points you can earn.

**In doubles**, if you **PASS** (again by hitting [Return]), the contents of the pot will be added to your score. In doubles, however, these manuevers will cost you a strike, reduce the maximum number of points you and your opponent can earn, and give control of the game to your opponent.

## 5C/WINNING A ROUND

That number next to the category title is called the **card value**. It indicates how many points winning the round wil bring you—1000 to 5000.

**In singles**, the card value increases only when you win a previous round. If you guess five or more of the 9 answers correctly, you win the round and collect the card value. If you do not, the round is over and the card value—which you do not collect—remains the same for the next round.

**In doubles**, the card value increases when one of the players wins the round. **In doubles**, the winner of the round is NOT the player who has accumulated the most points. It is the player who provides the **LAST** correct answer. Regardless of the actual number of points accrued by each player during the round, the 'loser' of the round chooses the next category and level.

## **6/The Play—5 STRIKES, 3 ROUNDS, & A BONUS**

When starting a round, each player starts with three to five **strikes** (the actual number of strikes depends upon the game option being played). In the upper left hand corner of your screen, a line of Z's denotes the number of strikes remaining for each player. You use up one strike each time you guess incorrectly, or when you **PASS**.

**BUZZWORD** is played in three rounds.

**In singles**, this means that after 3 rounds of play—you get something extra—a **bonus round**.

**In doubles**, this means that after one player has **won** three rounds, that player has an opportunity to play the bonus round. **Remember, in doubles, it is possible for a player to be behind in points, but be ahead in rounds won. The bonus round can often decide the game's outcome by providing the opportunity to come from behind.**

In the bonus round, it's your task to correctly unscramble and type the Buzzwords as they are presented while a timer ticks relentlessly down to zero. **The bonus round gives you the opportunity to earn an extra 25,600 points—if you correctly unscramble all 9 answers. PASSing is permitted in the bonus round, but—there is no going back. Once a word has been passed, it cannot be tried again even though there may be sufficient time remaining.** This feature needs to be reckoned with when playing the bonus round. **Also beware! An incorrect answer will cause the pot to be reset to zero so sometimes PASSing is a must.**

The time limit for the bonus round is determined by the total number of games actually won. **In singles**, this is a function of the number of rounds that you were successful in providing 5 or more correct answers. It will vary from 30 seconds to 60 seconds. **In doubles**, the time limit will always be 60 seconds.

### **PLEASE NOTE:**

**You do not need to play the bonus round. If you wish, you can pass the bonus round and collect a few points for your discretion. In some cases, these points may be enough to surpass your opponent and win the game.**

## 7/The Cards— IT'S IN THE CARDS

By now you've probably noticed the 200 BUZZWORD SAMPLER cards that came with your game. Being a logical bunch, we decided to include one for each category in the SAMPLER set.

On the side of the card with the BUZZWORD screen is the category's title and card number. Because some of the category titles are more imaginative than informative, a brief description of each category is included.

The front of the card also shows how many Buzzwords the category holds and how many are at each level of difficulty. (Remember BRIGHT, NIMBLE and GIFTED?)

From this, we've calculated a **Replayability Factor**. The number of stars are a guide as to how often you can play the category without having inadvertently memorized all the answers.

**Why Cards? After all, this is a computer game, Why not let the computer automatically select the categories?**

The cards are actually one of the strong points of the BUZZWORD game.

**First, they generate some real opportunities for learning** by providing the complete set of answers on the back. This permits pre-play study, as well as providing a quick reference for the correct spelling of all answers.

**Second, they allow BUZZWORD to be tailored to each player** by setting aside those categories that are too difficult, or hold no interest for the players.

**Third, they provide expanded clues** by describing the category in more detail.

**And fourth, they provide an ideal mechanism for giving control of the game to the players.** This is accomplished by having the loser of the previous round draw 3 cards from the top of the deck. The next category to be played is selected from these 3 cards. This permits the player to either select his/her strongest category or his/her opponent's weakest.

## 8/The Options— CHANGING GEARS

**BUZZWORD** is not one game, but thirty-two! Each time that you are about to begin a new game, the simple push of a key can send you into ever more challenging play.

**The method of changing options varies with each computer system.**

**For the IBM PC or PCjr**, this is accomplished via the F2 and F3 function keys prior to actually starting play.

F1	START PLAY
F2	NEXT OPTION
F3	PREV OPTION
F10	STOP

**For the ATARI 800**, this is accomplished via the **OPTION** and **SELECT** keys prior to actually starting play. **NOTE:** On the ATARI system the **SELECT** key will give you the previous option even though the display does not specifically point this out.

OPTION / START
----------------

**For the COMMODORE 64**, this is accomplished via the F3 and F5 function keys prior to actually starting play.

F1	START PLAY
F3	NEXT OPTION
F5	PREV OPTION

# 9/The Options—THE MAKING OF 32 GAMES

The BUZZWORD Options include:

**SINGLES OR DOUBLES** : Just like the title says.

**THE MODES** : GREEN, BLUE, PURPLE, RED

**GREEN** : First letter of the answer and length of answer shown

**BLUE** : Only first letter of the answer shown

**PURPLE** : Only length of answer shown

**RED** : Neither first letter or length show.

**THE LETTER COUNT** : ON/OFF

**ON** : Total number of each letter of the alphabet shown in bottom right window

**OFF** : Total letter count only

**THE TIME** : ON/OFF

**ON** : A 30 second clock ticks mercilessly away as you rifle your memory for the answer.

**OFF** : Allows plenty of time to think.

It should be apparent that as less clues are provided and a time limit is imposed, BUZZWORD becomes more and more of a challenge. We offer the following suggestions when choosing among the various options:

- If the **TIMER** is ON, you will usually want to PASS rather than allow the time to run out. Otherwise, a blank answer will be treated as an incorrect answer.
- For DOUBLES, if the **TIMER** is not selected, the players must agree on some other mutually acceptable way to control the amount of time allowed to provide an answer. In general, we recommend that the **TIMER** be ON when playing doubles.
- Extremely valuable clues are provided when the **LETTER COUNT** option is ON. We recommend that this be considered the norm.

# OPTIONS IN SINGLES

NUMBER	COLOR	FIRST LETTER	WORD LENGTH	INDIV LTRS	TOTAL LTRS	CLOCK	STRIKES
1	GREEN	X	X	X		OFF	5
2	BLUE	X		X		OFF	5
3	PURPLE		X	X		OFF	5
4	RED			X		OFF	5
5	GREEN	X	X		X	OFF	5
6	BLUE	X			X	OFF	5
7	PURPLE		X		X	OFF	5
8	RED				X	OFF	5
9	GREEN	X	X	X		ON	5
10	BLUE	X		X		ON	5
11	PURPLE		X	X		ON	5
12	RED			X		ON	5
13	GREEN	X	X		X	ON	5
14	BLUE	X			X	ON	5
15	PURPLE		X		X	ON	5
16	RED				X	ON	5

# OPTIONS IN DOUBLES

NUMBER	COLOR	FIRST LETTER	WORD LENGTH	INDIV LTRS	TOTAL LTRS	CLOCK	STRIKES
17	GREEN	X	X	X		OFF	3
18	BLUE	X		X		OFF	4
19	PURPLE		X	X		OFF	4
20	RED			X		OFF	5
21	GREEN	X	X		X	OFF	3
22	BLUE	X			X	OFF	4
23	PURPLE		X		X	OFF	4
24	RED				X	OFF	5
25	GREEN	X	X	X		ON	3
26	BLUE	X		X		ON	4
27	PURPLE		X	X		ON	4
28	RED			X		ON	5
29	GREEN	X	X		X	ON	3
30	BLUE	X			X	ON	4
31	PURPLE				X	ON	4
32	RED		X		X	ON	5

# 10/The Notes—BUZZWORD STYLE GUIDE

BUZZWORD is a game of words—words that can be spelled numerous ways, words that have synonyms and words that can contain spaces or hyphens, or both.

There are a few simple rules you should know before you type in that crucial answer that's going to win the game for you:

- Buzzwords are usually in the singular, except when the word or phrase is exclusively used in the plural (Hash Browns, for example).
- Saint (as in Saint Louis, Missouri) is always abbreviated St. (as in St. Louis, Mo.)
- In categories with people's names, only the last name is used. The inevitable exception to this rule occurs only if the description of the category says so.
- When "the" is the first word of a book, movie or other title, it is omitted.
- Numbers can be both spelled out or shown as figures, depending on how they naturally appear (e.g. the book "1984" and the play "Two for the Seesaw").
- Because it is difficult to remember whether to use a space or a hyphen, BUZZWORD will accept either one as correct.
- Here are our standard spellings and usages of a few country names that appear in BUZZWORD.
  - United States (not America)
  - Soviet Union (Russia is used only when referring to the pre-revolutionary country.)
  - West Germany
  - East Germany
  - Cambodia (not Kampuchea)
  - Romania (not Rumania)

In addition to what one might consider "normal" lists, we have introduced something very new, and special into BUZZWORD. This is the concept of what we call "**The BUZZWORD CONNECTION.**" We have included 40 of these very special categories in your **BUZZWORD SAMPLER** package.

The best way we've found to describe these categories is through the standard phrase:

**Words or Phrases Beginning With \_\_\_\_\_.**

If for example, the category was **BLUE ... CONNECTION**, the clue would be the standard phrase:

**Words or Phrases Beginning With Blue.**

Candidate answers would consist of all of the following:

JAY	for	BLUE JAY
SKY	for	BLUE-SKY
BERRY	for	BLUEBERRY
and even	SKY LAW	for BLUE-SKY LAW

The standard BUZZWORD CONNECTION rules are:

- The answer must be a legitimate word or phrase by itself.
- The answer may be part of a larger word or phrase and often times is.
- The word or phrase is usually found in a dictionary, but may be one that is connected with a famous person, place, movie, or book (for example, the 'RED BARON').

# **11/The Typist—TO BE OR NOT TO BE**

**BUZZWORD** was designed to be played by people of all ages, including very young children. It is also a game that was designed to be played with groups of people.

**How can that be when there is so much typing involved, and spelling is critical?**

Well, first of all, there is no requirement (or need) for each player to type in his/her own answers. It is suggested that the best typist do all of the typing.

Secondly, the same logic holds when spelling is involved. The principle goal of **BUZZWORD** is to determine the correct answers. Although the computer cannot interpret incorrectly spelled words, there is no rule that prohibits help with spelling. This is especially true when young children are involved. However, when adults are involved, we generally believe that correct spelling is an integral part of the game and that no help should be permitted. This, of course, can be decided beforehand by the players.

## **IMPORTANT NOTE:**

The designated typist should take great care in being as fair as possible when typing the answers. We recommend that the typist should type as quickly as possible, BUT NOT hit the [Return] key until the active player says GO. The one exception to this rule is if time is running out, and there would be no opportunity for the active player to change his/her mind anyways. In this event, the typist should try to beat the clock.

## 12/The Children—KIDS ARE BUZZWORD PEOPLE TOO

Is BUZZWORD really a game for young children?

Our answer to that question is an emphatic YES! In fact, many of the categories in FUN FOR ALL AGES were created with the help of 8 year old ANN GRANCHELLI, and her younger sister, JULIE.

There are quite a few categories in FUN FOR ALL AGES that can be enjoyed by both children and adults—and still be challenging to both.

We offer the following suggestions for play by young children.

- Review the category cards beforehand, and eliminate from play those categories that are too difficult, or would hold no interest for the kids.
- Play each category at Level 1 (BRIGHT).
- Play Option #1 (Green, Singles, No Timer) or Option #17 (Green, Doubles, No Timer).
- If an adult is available, have him/her assist with the spelling and typing.
- The TIMER should not generally be used.
- And remember, most categories can be played repeatedly without danger of “knowing all the answers.”

# 13/The Credits— MANY THANKS

BUZZWORD was created over a two-year period with the help of many people. The primary goal of this effort was to create a computer game that was fun to play for people of all ages. Many thanks to all those who have contributed to the accomplishment of this goal.

## BUZZWORD GAME DESIGN & DEVELOPMENT

Computer Game Design	—Paul Granchelli
Atari and IBM Programming	—Paul Granchelli
Commodore 64 Programming	—Carl Strobel
Category Development	—Ann Marie Granchelli Paul Granchelli Sue Granchelli Roger Hall Thora Hall Carl Strobel Richard Strobel Warren Strobel
Card Creation	—Theresa Strobel Warren Strobel
A Guide To BUZZWORD	—Carl Strobel Warren Strobel
Play Testers	—Ann Marie Granchelli Julie Teresa Granchelli Roger Nicholls Richard Strobel Warren Strobel

The ATARI 800 program was produced using copyrighted software products of Monarch Data Systems, Cochituate, MA 01778.

The COMMODORE 64 program was produced using "BASIC 64," by ABACUS Software, Inc., P.O. Box 7211, Grand Rapids, Michigan 49510.

The IBM program was produced using TURBO PASCAL, by BORLAND INTERNATIONAL INC., 4113 Scotts Valley Drive, Scotts Valley, CA 95066.

# QUICK REFERENCE FOR

## FUN FOR ALL AGES

CARD	CATEGORY
000	EVIL BEASTIES
001	A RAINBOW OF COLORS
002	COMMON MEASURE
003	STRANGE ORCHARD
004	THINGS THAT BITE!
005	ME AND MINE
006	BIRDS OF A FEATHER
007	PEOPLE AT WORK
008	OLD MCDONALD
009	A TRIP TO THE ZOO
010	MELTING POT
011	FROM HERE TO THERE
012	SPORTS WORLD
013	FAMILY TIES
014	THE WATER CLOSET
015	ON THE BEACH
016	UNDER THE BIG TOP
017	PLAY BALL
018	JOYOUS NOEL
019	SANTA AND FRIENDS
020	TRICK OR TREAT
021	A TIME FOR TURKEYS
022	EASTER TIME
023	2 ALL BEEF PATTIES
024	IN THE KITCHEN
025	THINGS THROWN
026	SEEING RED
027	PREPARE TO STOP
028	AMERICAN MAMMALS
029	ANIMAL SOUNDS
030	SCOUT IDEALS
031	A PIECE OF TIME
032	INSIDE PARTS
033	NO NUTRITION
034	TO START THE DAY
035	A COWBOY'S LIFE
036	THE LAST COURSE
037	ROOM AT HOME
038	IT'S A HOLIDAY
039	ANIMAL YOUNG

## HICKORY STICK

CARD	CATEGORY
040	INDIAN TRIBES
041	NEW TESTAMENT
042	EARTH, AIR, AND WATER
043	WE PRONOUNS
044	THE OVAL OFFICE
045	PREPOSITIONS
046	IN OUR GALAXY
047	NATIONAL PARKS
048	NATIONAL CAPITALS
049	THE WATER IS FINE
050	NATIONS OF EUROPE
051	NATIONS OF AMERICAS
052	MIDEAST NATIONS
053	SHAPES
054	FIRST NAME BASIS
055	EASTERN US CITIES
056	WESTERN US CITIES
057	NATURE'S WRATH
058	HOLY PLACES
059	KENNEDY CLAN
140	MOUNTAIN RANGES
141	OLD TESTAMENT
142	UNCOMMON MEASURE
143	ADAM, EVE, AND CO.
144	EXECUTIVE DEPT.
145	STATE CAPITALS
146	GRAMMAR
147	THE ... STATE
148	EARLY US AUTHORS
149	THE BARD
150	NATIONS OF AFRICA
151	NATIONS OF ASIA
152	RIVERS OF THE WORLD
153	WATER EVERYWHERE
154	EXPLORING NEW LANDS
155	WATERGATE REUNION
156	HOLY ONES
157	NATO NATIONS
158	THE SUN NEVER SETS
159	WWII ALLIES

# QUICK REFERENCE FOR

## LEISURE WORLD

CARD	CATEGORY
060	OLDEN DAYS OF COMEDY
061	BY POPULAR DEMAN
062	TRACK JARGON
063	GOLF NO TRICKS
064	FOOTBALL NO TRICKS
065	THE TEAMS OF SUMMER
066	THE TEAMS OF AUTUMN
067	TEAMS ON THE COURT
068	THE BOWL GAMES
069	BALL GAMES
070	LOOK MA, NO BALL
071	ONE MORE QUARTER
072	MONOPOLY STOPS
073	TV CRIME FIGHTERS
074	MODERN SOAPS
075	PEOPLE OF MASH
076	RIDING THE TUBE
077	REIGN OF SITCOMS
078	OH HAPPY DAYS
079	... IT'S SUPERMAN.
160	PLAYING BRIDGE
161	AND STILL WE PLAY
162	A CHESS GAMBIT
163	THE SUMMER GAMES
164	TENNIS ANYONE?
165	BAD BOUNCES
166	DIAMOND SETTINGS
167	THEY WERE NO. 1
168	PIGSKIN PASTURES
169	WHERE THEY PLAY
170	THE WORLD CHAMPEEN
171	HEIS-MAN
172	BLACK ON SILVER
173	WORD OF OPERA
174	TEAMS ON ICE
175	GREAT GIG IN SKY
176	MOPTOP MEDLEY
177	THE MUSICALS
178	WOMEN AND SONG
179	MOVE TO THE BOOTH

## PLAY ON WORDS

CARD	CATEGORY
100	MYTHICAL CREATURES
101	A MAN'S CASTLE
102	U.S. MISSILES
103	31 FLAVORS AND MORE
104	HOUSE WORK
105	WORLD SHAKERS
106	STRANGE FOREST
107	STICKS AND STONES
108	WORKSHOP TOOLS
109	TYPES OF CONTAINERS
110	THE GREEK ALPHABET
111	FASTENERS
112	COUGHIN' NAILS
113	WAY TO GO
114	MONEY, MONEY
115	ANIMAL GROUPS
116	TREASURE CHEST
117	THIRST QUENCHERS
118	NOBLE WORDS
119	MEN'S HEAD WEAR
120	THEY LEFT A MARK
121	THE IMPORTS
122	POPULAR DOG BREEDS
123	CANDY BARS
124	U.S. WARPLANES
125	HEAD HONCHOS
126	MAKING DINNER
127	CUTS OF MEAT
128	ALCOHOLIC BEVERAGES
129	MIXED DRINKS
130	STAFF OF LIFE
131	WHAT'S YOUR SIGN?
132	WATERY FORMS
133	THE FAIRER SEX
134	FACES OF THE EARTH
135	HOME BREWS
136	MEXICAN COMIDA
137	HERBS & SPICES
138	THE MALE ANIMAL
139	SIGN LANGUAGE

# QUICK REFERENCE FOR

## BUZZWORD CONNECTION

CARD	CATEGORY	...
080	RED	...
081	EYE	...
082	SUN	...
083	WHITE	...
084	AIR	...
085	DOG	...
086	WATER	...
087	WORK	...
088	FIRE	...
089	SNOW	...
090	FRENCH	...
091	HEAD	...
092	BLOOD	...
093	SIDE	...
094	BLUE	...
095	UNDER	...
096	CROSS	...
097	HOUSE	...
098	TAKE	...
099	HALF	...
180	FREE	...
181	CUT	...
182	HIGH	...
183	FOOT	...
184	DOWN	...
185	FORE	...
186	HAND	...
187	GET	...
188	DOUBLE	...
189	ICE	...
190	SEA	...
191	BED	...
192	BLACK	...
193	UP	...
194	NEW	...
195	OUT	...
196	LONG	...
197	LIFE	...
198	BACK	...
199	GO	...



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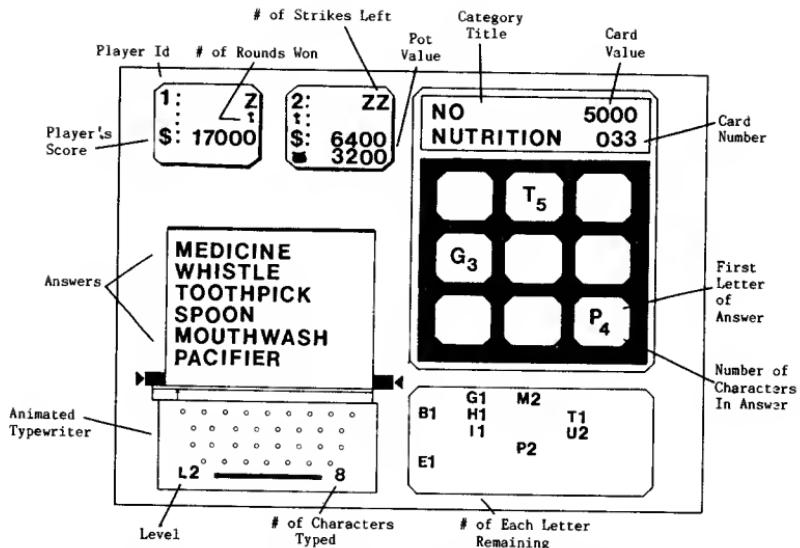
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